
Subject: Need some help, with a renalert "mod".
Posted by [Naamloos](#) on Sat, 28 Aug 2004 19:16:26 GMT
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I wanted to change gameplay a bit by using an objects.ddb (adding supply trucks, C4 as "beacons", and many balance changes that effect gameplay a little.)

I have no problems when making it but when i test it in-game it crashes when i enter a supply truck, or buy a volkov (modified).

Im no expert at this but does anyone know how to fix this?

Thanks.
